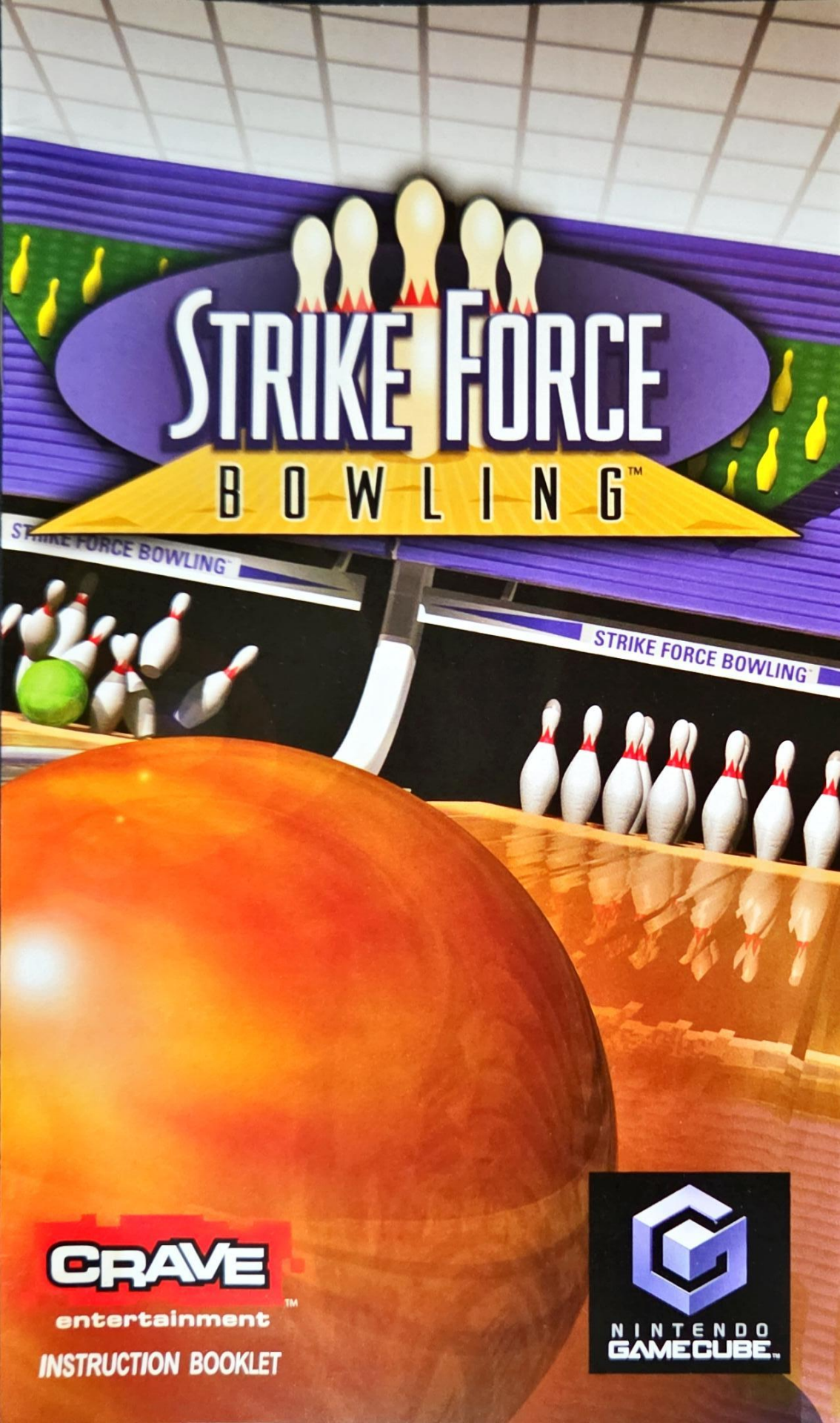
STRIKE FORCE
BOWLING™
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STRIKE FORCE BOWLING
CRAVE
entertainment™
INSTRUCTION BOOKLET
NINTENDO
GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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Official Nintendo Seal

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THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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Rev-D (L)

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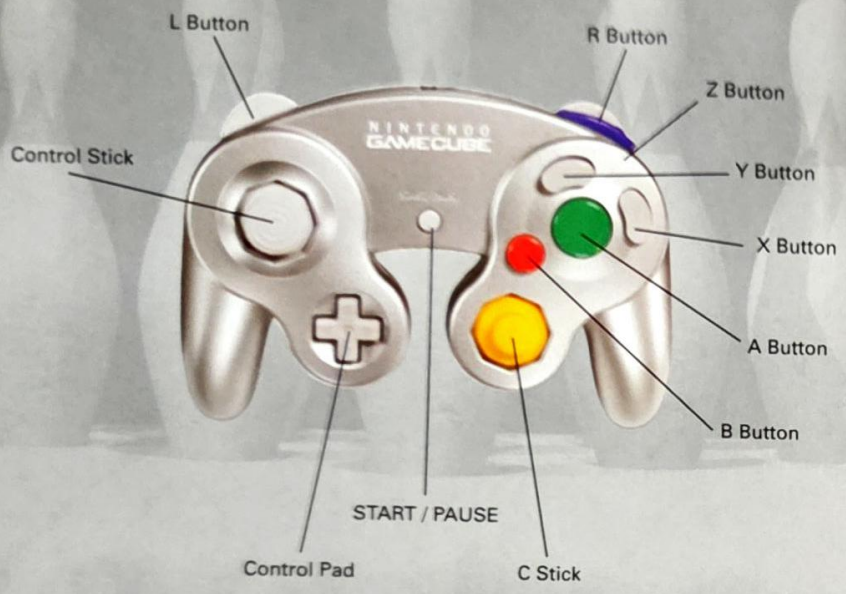
CONTROLS



Command	Function
B Button	Toggle camera/Cancel/Back
Y Button	Toggles pin setup/Ball selection
A Button	Select/Confirm
Control Stick	Adjust bowler's position
C Stick	Toggle camera
L Button	Increase spin
R Button	Decrease spin
Control Pad	Menu selection/Adjust bowler's position/Aim ball/Increase spin/Decrease spin
START/PAUSE	Pause

STARTING A GAME

To set up a game of **Strike Force Bowling**™, highlight your desired game type from the Main Menu using the +Control Pad or Control Stick and select it by pressing the A Button. This will activate the Bowler Registry screen, where you may register one to four players to participate in the selected game. To add a player-controlled bowler, select "Add Bowler" using the +Control Pad and the A Button. To add a computer-controlled bowler, select "Add CPU Bowler" using the +Control Pad and the A Button. Adding a bowler will activate the Character Selection Screen. Should you wish to change the game type, you may use the B Button to return to the Main Menu.

In the Character Selection Screen, you may use the +Control Pad or Control Stick to spin the character selection wheel. Pressing the A Button will select the character that is currently featured on the foremost panel of the wheel. You may use the B Button to cancel your selection and return to the Bowler Registry screen.

IMPORTANT: Whichever Nintendo GameCube™ Controller is used to select a character by pressing the A Button in the Character Selection screen must be used to control that bowler during game play.

Should you wish to remove a bowler from the list of registered characters, select "Remove Bowler" from the Bowler Registry menu and then use the +Control Pad and A Button to select the bowler you wish to remove. The bowler will be removed from the registry list and control is returned to the Bowler Registry menu. You may press the B Button to cancel the removal process.

Bowler Characteristics

Once a character has been selected, the Name Entry screen will be activated. From here, you may edit your bowler's name by selecting the Name button from the menu. Use the +Control Pad to select and enter each letter from the letter selection wheel. The bowler characteristics, (Strength, Accuracy and Curve) can be modified by highlighting the corresponding attribute and increasing or decreasing the values. Values may only be increased when free points are available.

Once you have selected your game type and bowlers, select "Play Game" to proceed to the Stage Selection screen. In the Stage Selection screen, you may use the +Control Pad or the Control Stick to rotate the stage selection wheel. Pressing up may be used to flip the currently featured stage to its "Alternate Version" if one is available. Press the A Button to select the stage shown on the foremost panel of the wheel and proceed to game play. You may use the B Button to return to the Bowler Registry menu.

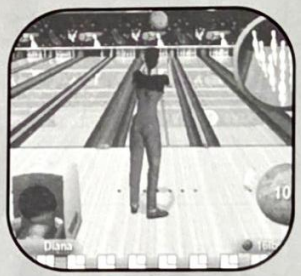
Ball Characteristics

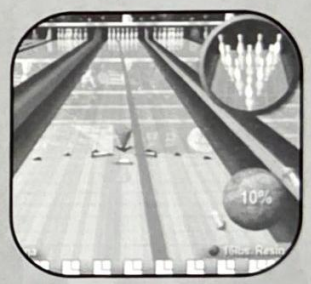
Every ball has its own unique characteristics. Heavier balls have more momentum, creating better pin action but are harder to throw accurately. The surface material of your ball will affect how much friction it has on the lane. Balls with higher-friction surfaces will curve better, causing greater pin action but decreasing accuracy. Balls with dynamic core structures will have a tendency to break later and sharper, creating excellent pin action while maintaining a greater degree of accuracy.

When it is a player-controlled bowler's turn to bowl, you will first be presented with the Bowler Position view, you may move your bowler left or right with either the Control Stick or the +Control Pad. While in the Bowler Position view you may change your ball using the Y Button, and the amount of spin using either the L Button, R Button, or Up/Down on the +Control Pad. Once satisfied with the Bowler's position press the A Button, B Button, or up on the C Stick to move into the Aim Pointer view.

PLAYING A GAME

When in the Aim Pointer view a small red arrow is shown, pointing downwards at the lane. Using the Control Stick or +Control Pad you may position the Aim pointer to control the direction of the intended shot. Press the A Button from here to enter the Shot Control Meter. The meter is marked in the middle of the Power and Accuracy green zones during meter operation.





GAME MODES

The following game modes are available in **Strike Force Bowling**. You'll have to learn to play them all if you want to unlock those secret lane variations.

Open Play
Play alone, against other players, or CPU-controlled characters in a standard 10-pin bowling format.

Tournament
Play against other players or CPU-controlled characters in a 32-bowler, single-elimination style tournament. Win five matches to claim the championship.

Skins
Compete with other bowlers for skins in a strike contest.

Golf
Bowl your way through an 18-hole "course" of unique pin arrangements

Challenge
Test your skills on a sequence of progressively harder pin setups. You've only got three chances to pick up each challenge frame.

Practice
Create your own standard pin arrangements and practice your bowling.

BOWLING TIPS

It is easier to aim accurately with less spin, but your pin action will not be as great. Most professional bowlers will use high-spin shots with high-frictionballs during strike attempts to increase pin action and low-spin shots with low frictionballs during spare attempts to increase accuracy.

Use lighter and lower-friction balls with less spin if you have problems getting the ball to end up where you want. Use heavier and higher friction balls with more spin if you aren't getting as much pin action as you'd like.

The vast majority of the curve in the ball path takes place after the ball is out of the oiled area of the lane. The oil in most lanes extends about 4/5 of the length of the lane. This means that the aim arc will not illustrate the curve of your ball if it is not long enough to reach past the point. Until you have gotten used to the effect of the spin on the ball and can accurately predict it, you may wish to keep your character's accuracy set very high.

Once you have attained proficiency in aiming the ball, you may wish to reduce your accuracy in favor of greater Strength and Curve, allowing you to achieve faster, more dynamic shots.

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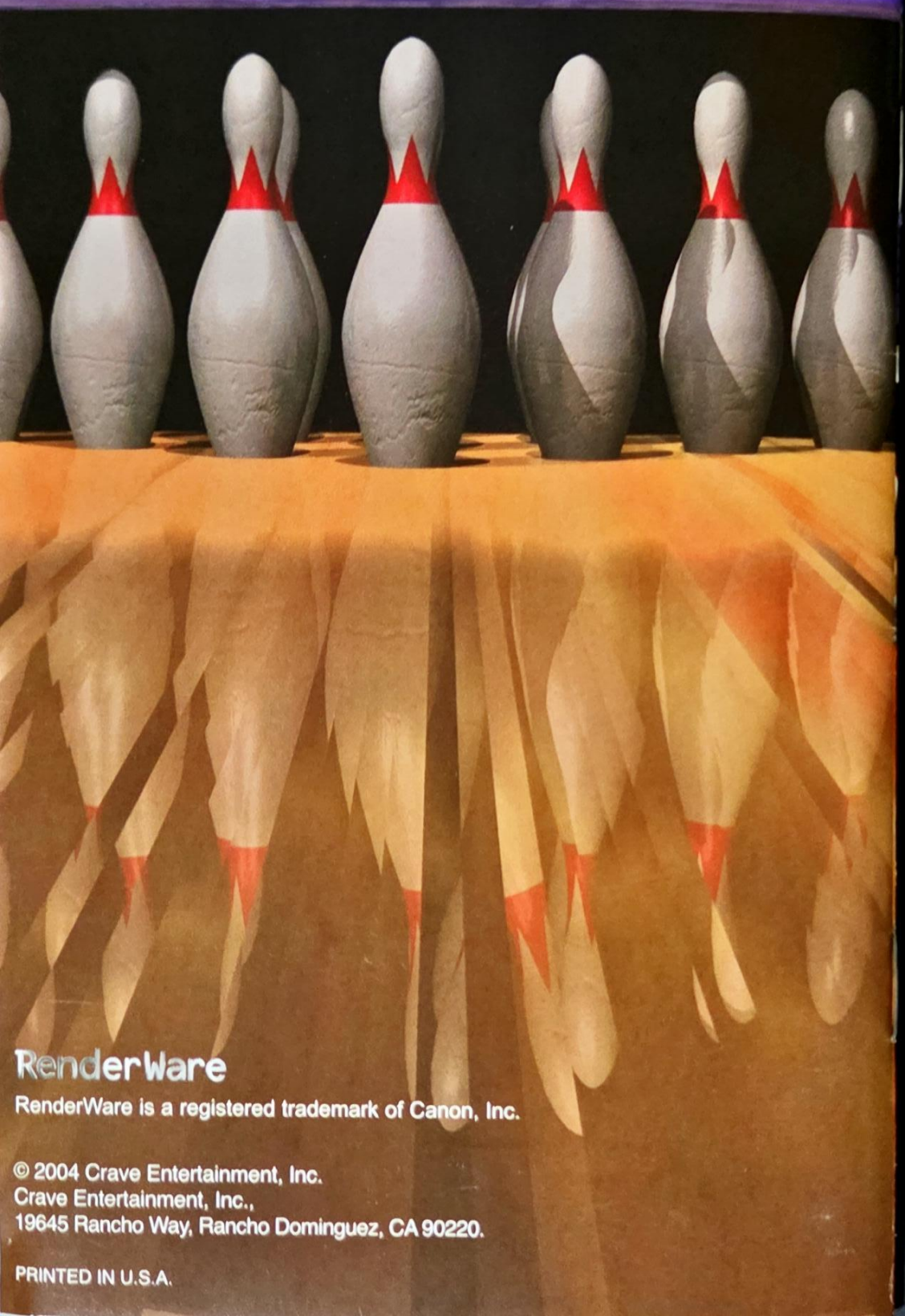
STRIKE FORCE BOWLING™



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